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a third portion having stored therein computer executable code wherein, upon execution of instructions embedded in said code by a computer, a user interface associated with the computer selectively displays one of said first and second sets of graphical user interface objects.

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19. A computer readable medium encoded with a drawing resource that can be used to draw an object on a user interface, said layout resource comprising a plurality of data structures comprising:

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a first set of graphical interface objects whose individual appearances are associated with a first common theme; and

a second set of graphical user interface objects each of which have the same function as [correspond in function to] an associated interface object in said first set, but whose individual appearances are associated with a second common theme.

9.
23. A computer system comprising:

a storage means for storing data relating to first and second sets of graphical user interface objects;

a user interface for selectively displaying one of said sets of graphical user interface objects; and

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a control means for switching the display from one set of graphical interface objects to another set of graphical interface objects,

wherein individual appearances of the first set of graphical interface objects are collectively associated with a first common theme and each of the second set of graphical interface objects having the same function as [correspond in function to] an associated interface object in said first set, but whose individual appearances are collectively associated with a second common theme.